# FOTO-ELECTRIC FOOTBALL
## NATIONAL PRO FOOTBALL HALL OF FAME GAME

Foto-Electric Football gives you the opportunity to use your personal judgment in actual football situations . . . to see the results of your play in dramatic action on the PLAY-VIEWER. Each Play reflects gain or loss statistics of actual football performance. In every situation, rules of real Football apply.

## CONTENTS

Your Foto-Electric Football game consists of:

**THE GAME BOARD** – the large box carrying the Illuminated Play-Viewer; Football Field, with the football Marker and the 10-yard Marker.

**THE SPINNER CARD** – for Kicks, Returns, Field Goals, Tries for Point After Touchdown, Fumbles and Blocked Kicks, Interception Returns, and Penalties.

**PLAYS** – 12 Offense Plays – 6 Defense Formations.

1. **Offense Plays**
   (a) THE SOLID WHITE LINE shows the path of the ball carrier.
   (b) THE DOTTED WHITE LINE shows the Ball in the air during Pass Plays.
2. **Defense Formations**
   (a) BLACK DIAMONDS are the Defense Tacklers that stop the Play when they appear in the Path of the Solid White Line. There are 11 on each Defense Formation.
   (b) RED DOTS on a Solid White Line indicate that the ball has been Fumbled. On the Dotted Line of a Forward Pass, a RED DOT indicates that the Pass is incomplete.

**SCOREBOARD** – Records Downs, Quarters, and Scores for both the Home Team and the Visitors.

## RULES

### A. TO SET UP GAME:

1. Set up Scoreboard by opening at bottom and putting locking Tab in Slot.
2. Remove Plays and Spinner Card from plastic envelope.
3. Connect the Electric Cord to any 110-120 Volt outlet (AC or DC). Turn on the switch. You are now ready to start. (Most players play across a table with the game between them—the game is turned so that the slide faces the offense player. The defense player puts his fingers lightly on the corners of the plays near him as the slide is being withdrawn. When the Plays change hands, the game is turned to face the new offense player.)

### B. TO START GAME:

1. Players decide who will represent HOME TEAM and VISITORS.
2. Toss a coin to decide which Team has the Choice of Kicking or Receiving . . . VISITOR CALLS.
3. Team Receiving Kick-Off takes possession of the 12 Offense Plays.
4. Team Kicking Off takes possession of the 6 Defense Formations. (Plays change hands during the Game, whenever possession of the Ball changes because of failure to make Downs, Interception, Loss on a Fumble, after a Punt, etc.)
5. Plastic Football is placed on the 40-Yard Line of the Kicking Team for the Kick-Off.
6. Time each game by playing 30 Plays per Quarter or agree on a Time Period for a Quarter (i.e., 20 min.).

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## C. METHOD OF PLAY:

1. **DEFENSE KICKS OFF:** Defense takes Spinner Card, spins the "A" Spinner and moves Football the distance indicated on Kick-Off area.

2. **OFFENSE RETURNS KICK-OFF:**
   (a) Team Receiving the Ball spins the "B" Spinner over Kick-Off-Return area for Runback distance in all instances where the Ball is not automatically put into Play on the 20-Yard Line.
   (b) Football on the Field is moved to indicate the position of the Ball after the Runback, thus establishing the Line of Scrimmage.
   (c) The 10-Yard Marker is lined up with the Line of Scrimmage so that it extends 10 Yards toward the Goal. (It is now 1st Down—10 Yards to go for the Offense.)

   **EXAMPLES: (All covered by Football Rules)**
   (a) *If Kick-Off Spinner stops at 45:* . . . This indicates that Ball was kicked 45 Yards. Place Ball on the 15-Yard Line. Offense then spins over Kick-Off-Return area on the "B" Spinner and moves Ball the Runback distance.
   (b) *If Spinner stops at 75:* . . . Ball has been kicked 75 Yards and would be beyond the End Zone. Offense must put Ball in play on the 20-Yard Line.
   (c) *If Spinner stops at 65:* . . . Ball was kicked into the End Zone. Offense can either make a Touchback and put the Ball into play on his 20-Yard Line, or he may elect to run it out, in which case he would use the Kick-Off-Return area on the "B" Spinner.
   (d) *If Kick is Out-Of-Bounds:* . . . The Kicking Team is Penalized 5 Yards and Ball is kicked again from the 35-Yard Line.
   (e) *If Spinner stops at Penalty in the Kick-Off area:* . . . There is an Offside on the Kick and a 5-Yard Penalty is called AGAINST the Kicking Team. Move the Ball back to the 35-Yard Line and Kick again. (The "C" Spinner is not used on this particular Penalty.)
   (f) For Penalty on Runback—see 10-b Spinner Penalties.

3. **USE OF THE PLAY-VIEWER:**
   (a) *With 1st Down—10 Yards to Go:* Offense Quarterback selects one of the Play-Viewer Offense Plays and, holding it so his Opponent cannot see the play, indicates he is ready.
   (b) Defense player selects a Defense against the type of Play that he believes will be used and indicates his readiness.

FIG. 1

   (c) POSITIONING OF PLAYS IN THE PLAY-VIEWER:
      (1) Offense Quarterback places his Play on top of the Play-Viewer (with the printed identification FACE DOWN and away from the Slide Pull) in 1 of 3 positions: (a) All the way to the Left; (b) All the way to the Right; or (c) Midway between. Results will vary as the Offense is placed to the Right, Left or Center. *(Note:* On the Offense Play the side that shows the Line of Play and the Name of the Play is always concealed from Opponent.)
      (2) Defense Player places his Defense Formation on top of the Offense Play with the Defense positions FACE UP. The Name of the Defense will be at the top, away from the Slide Pull—USE THE LIGHTED HOLE IN THE SLIDE TO POSITION THE PLAYS. (See Figure 1.)
      (3) The Defense may be placed in any position in which a dotted line on the Defense can be seen through a lighted channel on the Offense Play. (See Figure 1.) By selecting different lines, the Defense may be shifted to 1 of 5 positions. Results will vary according to the position selected. *(Note:* The combination of Offense and Defense positions permit 7 possible Line Up Shifts. See Figure 2.)
      (4) In lining up, Defense must not alter the original placement of Offense from Left, Right or Center. If Offense is moved by Defense a Penalty is called. (See #11—Penalties.)

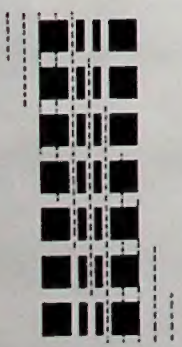

FIG. 2

4. **PLAY IN ACTION:**
   The Offense Player makes certain that his Play and Defense Formation are properly aligned in the Viewer, then the slow withdrawal of the Slide gives a realistic animation of the Play and its results. *Example:* (See Figure 3.) Offense selects Offense "A"—Long Pass to the Right. Defense uses the "D" Defense Formation 6-2-2-1. Plays are aligned on Center. *Action:* Passer cuts sharply to the right and eludes a

Tackler 3 Yards behind the line of Scrimmage, then tosses a Pass to his Receiver who catches it 16 Yards down field. Pass Receiver goes forward another 4 Yards before being tackled, with an overall gain of 20 yards. *Note:* If Defense had been shifted one position to the Left, a Tackler would have caught the Passer 3 Yards behind the Line for a Loss. The Slide should be pulled out ONLY FAR ENOUGH to show the conclusion of the Play, i.e., a Tackle, Incomplete Pass, Interception or Fumble. If none of these situations occur, the Slide will have been pulled out to its full length and the Runner will have scored a Touchdown.

5. **PUNTS:** Instead of selecting an Offense Play, the Offense may Punt, using the Punt area on the "A" Spinner.
   (a) After a Punt, the Opponent uses the Punt-Return area on the "B" Spinner to determine how far back he ran the Punt, UNLESS the Punt went over the Goal Line or was Blocked.

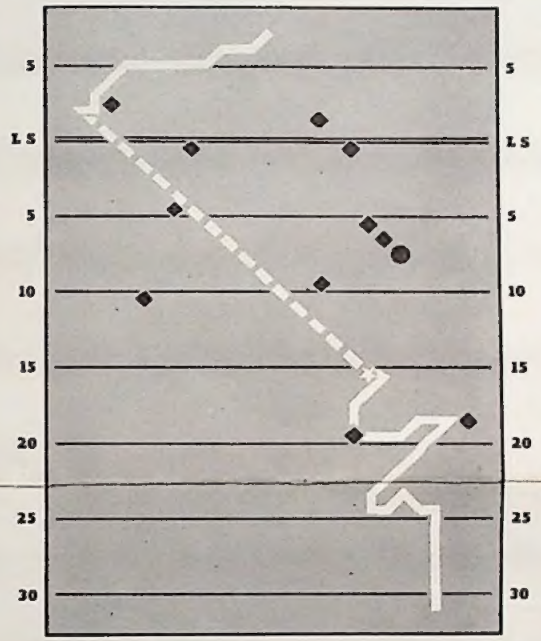


FIG. 3

   (b) *If the Ball carried over the Goal Line:* The Receiving Team may elect to put it in play on its 20-Yard Line, or may attempt a Runback.
   (c) *If the Ball is kicked over 10 Yards Beyond the Goal Line:* It is beyond the End Zone and must be played from the 20-Yard Line.
   (d) *If the Punt was BLOCKED:* Defense uses the *Fumble and Blocked Kick* area on the "D" Spinner to determine Recovery. Yardage + or − is Gain or Loss from the previous Line of Scrimmage. *When Punt is Blocked on 4th Down and Offense Recovers:* If necessary Yardage is not made on Recovery, Ball goes to the Opponent and Plays are exchanged.
   (e) Punt Receiver may call for a Fair Catch—in which case he spins the "B" Spinner over the Fair Catch area determining whether there is a Penalty or Fumble.

6. **QUICK KICKS:** Quick Kicks can be called on any *Down* except a 4th Down. When the Quick Kick area on the "A" Spinner is used, the Receiving team has the chance of return indicated by the *Quick Kick Return* area on the "B" Spinner.

7. **FIELD GOAL:** A Field Goal attempt may be made any time the Ball is within 50 Yards of Goal. (The Field Goal area on the "C" Spinner reflects the increased difficulty of making a successful Kick as the Distance from the Goal increases.)

8. **PASS INTERCEPTIONS:**
   (a) When a Tackler covers the STAR at the end of a Forward Pass, an Interception results. The Ball on the Playing Field is then moved up to the Point of Interception and the Intercepting Team spins the "D" Spinner over the *Interception-Return* area to determine how far the Ball was returned. The Ball is moved the distance indicated; the Plays are exchanged; and the 10-Yard Marker is placed for the new *Series of Downs.*
   (b) If a pass is Intercepted over the Goal Line, the Intercepting Team: (1) May elect to make a Touchback to bring the Ball out to the 20-Yard Line, or (2) May elect to Run, in which case the *Interception-Return* area on the "D" Spinner is used.

9. **INCOMPLETE PASSES:** If a Tackler, or RED DOT, appears in the path of a FORWARD PASS, an Incomplete Pass results. If a Tackler stops a LATERAL PASS, a Fumble results. (See #12—Fumble.)

10. **PENALTIES:**
   (a) *Play-Viewer Penalties:* (1) If a Player changes his Play Selection after having signified readiness to play . . . 5-Yards for Delay of Game. (2) If either Player changes the position of Opponent's Play . . . 5-Yards for Offside. The Down remains the same.

(b) *Spinner Penalties:* Whenever a Penalty is shown in a Spinner Play it is against the player who spins it. (1) That player spins again to see what the results of the Play would have been had the Penalty not been called. (Except in the case of a Kick-Off, see METHOD OF PLAY—example "e".) (2) The Opposing team then spins over the Penalty area on the "C" Spinner to determine the Penalty. (3) The Team that has NOT been Penalized has the Option of Taking the Play or the Penalty.

11. **FUMBLES:** Fumbling on the part of the Team with the Ball is an integral part of Football and Average Experiences have been built into all Plays of FOTO-ELECTRIC FOOTBALL, both Play-Viewer and Spinner Plays.
   (a) *Fumbles on the "A" and "C" Spinners* are made by the *Kicking Team.* When they occur the Opponent uses the "Fumble" and "Blocked Kick" area of the "D" Spinner and the Ball is moved according to the Distance Plus or Minus as shown—measured from the previous Line of Scrimmage. Possession of the Ball after a Fumble is decided by the Color spun on the Fumble. BLUE returns the Ball to the Team making the Fumble. RED gives the Ball to the Opponent. FUMBLE ON THE TRY FOR POINT AFTER TOUCHDOWN CANCELS THE TRY.
   (b) *Fumbles on the "B" Spinner Card* are made by the *Receiving Team* and on the "D" Spinner by the *Team Intercepting a Pass.* The placement of the Ball after the Fumble is decided by the Distance, Plus or Minus, shown on the "Fumble and Blocked Kick" area on the "D" Spinner and is measured from the point the Ball was caught. Possession after the Fumble is always decided by the Color shown.
   (c) *On the Play-Viewer Plays:* When the RUNNER (Solid White Line) is completely covered by one of the RED DOTS on the Defense Play:—The Fumble occurs at the Point of the RED DOT. *Note:* When the dotted line portion of a FORWARD PASS is intercepted by a RED DOT, the Pass has been knocked down and is NOT A FUMBLE; when the dotted line portion of a LATERAL PASS is interrupted by a RED DOT, IT IS A FUMBLE.
   (d) In all cases of FUMBLE (and BLOCKED KICKS) the Team that Recovers and the *Gain or Loss from the Point of the Fumble* are determined by spinning over the "Fumble and Blocked Kicks" area on the "D" Spinner. The Opponent of the Fumbling Player does the spinning.
   **EXAMPLE:** *If "D" Spinner indicated RED,* Team in possession loses Ball. Yards indicated on the Spinner are figured from the Point of the Fumble. "Plus" moves the Ball toward the new Goal. It is *1st Down* for the Recovering Team and Plays are exchanged. *If "D" Spinner indicated BLUE,* Team in possession recovered his own Fumble and moves the Ball the distance and direction indicated from the Point of the Fumble.

12. **SCORING:**

| | | | |
|---|---|---|---|
| TOUCHDOWN | 6 points | FIELD GOAL | 3 points |
| TRY FOR POINT AFTER T.D. | 1 point* | SAFETY | 2 points** |

*Collegiate Rules permit the Team TRYING FOR THE POINT AFTER TOUCHDOWN to score 2 Points if the TRY is made by Running or Passing and the TRY IS SUCCESSFUL . . . It is still 1 point if the TRY is made by KICKING. (*Note:* The TRY AFTER TOUCHDOWN is attempted from the 3-Yard Line.)

**A SAFETY is made when the *Defense stops the Offense Play* on or behind the *Offense Team's Goal Line.* The 2 points are awarded to the Team NOT in possession of the Ball (Defense). On the next Play, the *Team Scored Upon* must put the Ball into play by a Free Kick (KICK-OFF or PUNT) from its own 20-Yard Line.

**WHEN NOT IN USE:** (a) Always keep Plays in Envelope. (b) To protect Play Viewer, store Scoreboard, Plays, Spinner Card, UNDERNEATH Game in Packing Carton.

**TO REPLACE LIGHTBULB:** Use only a 40 watt Inside Frosted Bulb, like the one supplied with the game. Be certain that Electric Cord is not connected to any outlet. Place Game on table with either end toward you. Use any flat thin object such as a table knife and pry loose the two metal clips holding the bottom tray. With these two clips out, the game may be swung upwards to replace the bulb. To reassemble, put clips back in slots, placing the bottom of the clip in position first, then snapping it into the side.

Any question regarding the play of the Game will be answered if you address your inquiry to: FOTO-ELECTRIC FOOTBALL—Cadaco-Ellis, Inc. — 1458 Merchandise Mart — Chicago, Illinois 60654. Please enclose stamped, self-addressed envelope for reply and specify Model #233—Series "C".

**CADACO-ELLIS, INC., MERCHANDISE MART, CHICAGO, ILLINOIS 60654**

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